upper and lower rows becomes effective when the number of bets is two, the diagonally laid out winning lines L4 and L5 becomes effective when the number of bets is three. The effective winning lines L1 to L5 are notified to the player by the corresponding line markers M1 to M5 that are turned on. The system rejects bets of more than four coins at a time.

[0058] It is also possible to deposit many coins in advance (putting them on credit) to play games. In order to play credit games, the number of bets is selected by operating the bet switch 36. One operation of the switch corresponds to one bet (coin), two operations correspond to two bets, three operations correspond to three bets, and the number of bets is subtracted from the number of credits. The method of setting the effective winning lines L1 to L5 is the same as the case of betting by means of depositing the coins each time.

[0059] Since the setting of the effective winning lines L1 to L5 is related to the determination of winning conditions, which will be described later, the setting is included in the function of the control unit 50 as an arrangement determination means 50f.

[0060] When the player pushes down the start lever 42 after the effective winning lines L1 to L5 are determined by depositing coins or operating the bet switch 36, the start signal from the start switch 42a enters the control unit 50. The CPU 51 then starts the rotation of the motors 64a, 64b and 64c via the drive circuits 57 to 59 (pattern control means 50e). This makes the reels 30a, 30b and 30c rotate so that the back patterns 31 are shown in a scrolling display mode. The motors 64a, 64b and 64c constitute a driving means 70.

[0061] After the start signal is inputted, a random number generated by a random number generation means 50a, for example, a software counter using a portion of the RAM 53, is read (random number extraction means 50b). Then, it is determined whether it is a winning condition (winning), a move to the Bonus Mode or the Big Bonus Mode, or a losing condition (loss) depending on whether the random number coincides with one of several prepared winning values (win/loss determination means 50c). There are several ranks of winning conditions including a winning condition for dispensing 2 coins to a winning condition for dispensing 15 coins. In this case, the start switch 42a corresponds to a start signal output means; and the random number generation means 50a, the random number extraction means 50b, and the win/loss determination means 50c constitute a lottery means. The start signal output means is not limited to one that is operable by the player, but may be one such as a sensor that is non-operable by the player.

[0062] Based on the determined result, the control unit decides a combination of the back patterns 31 to be displayed as the stationary displays when the reels 30a, 30b and 30c are stopped (stop pattern selection means 50d). In the case of winning, for example, a combination of back patterns 31 such as "diamond, diamond, diamond" or "water melon, water melon, water melon" or "cherry, cherry, cherry" or "cherry, --, --" (that is, a cherry back pattern 31 is specified for the left reel 30a, but no back patterns 31 are specified for the other two reels 30b and 30c) is selected. A combination of the back patterns 31, for example, "BAR, BAR, BAR" is selected as a winning condition if it decides to move to the Bonus Mode, and a combination of the back patterns 31, for example, "7, 7, 7" is selected as a winning condition if it decides to move to the Big Bonus Mode.

However, which back patterns are to be shown as the stationary displays depends on the operating timings of the stop switches 44a, 44b and 44c by the player. Therefore, the combination of the back patterns 31 decided here is not always shown as the stationary displays.

[0063] When one of the stop switches 44a, 44b and 44c is operated after the reels 30a, 30b and 30c start to rotate, a stop signal is inputted, and the CPU 51 stops one of the reels 30a, 30b and 30c corresponding to the one of the stop switches 44a, 44b and 44c operated to thereby display a stationary back pattern 31 (pattern control means 50e). At that time, while the control unit 50 controls the stopping positions of the reels 30a, 30b and 30c to match the combination of the back patterns 31 that is decided by the stop pattern selection means 50d, it has to stop the reels almost instantaneously because there is a limit to the rotation amounts of the reels 30a, 30b and 30c before stopping from the operation of the stop switches 44a, 44b and 44c (because if it takes too long to stop from the switch operation, the player may become suspicious). Therefore, the combination of the back patterns 31 may not be exactly as is determined by the stop pattern selection means 50d. How this case is treated will be described in the part concerning the display of the transparent EL panels 28a, 28b and 28c.

[0064] The control unit 50 functions as a back side display control means as it starts the rotation of the reels 30a, 30b and 30c in response to the start signal from the start switch 42a (to initiate the scrolling display of the back patterns 31), and stops them in response to the operations of the stop switches 44a, 44b and 44c (to display the back patterns 31 in a stationary state).

[0065] When all three of the reels 30a, 30b and 30c stop, the CPU 51 determines whether the winning condition appears as the stationary display of the back patterns 31 on the effective winning lines based on the stopped positions of the reels 30a, 30b and 30c, and the dispenser 65 dispenses coins from a coin hopper 66 to the receiving dish 16 if the back patterns 31 arranged in the stationary state satisfies a winning combination (arrangement determination means 50f). The coin hopper 66 and the dispenser 65 thus constitute a dispensing means 80. In the case of the credit game, the number of credits is added instead of dispensing the coins. By operating the settling switch 34, the player can finish the game, and have the number of coins corresponding to the number of credits dispensed into the receiving dish 16.

[0066] At this time, if one of the special combinations as mentioned above, for example, "BAR, BAR, BAR" is formed, the game moves to the Bonus Mode, and if the combination "7, 7, 7" is formed, the game moves to the Big Bonus Mode. When the game is played under the Bonus Game or the Big Bonus Game, the chance of coinciding with the special combinations of the back patterns 31 such as "7, 7, 7" increases, hence the chance of the player winning many coins increases. Since the contents of the Bonus Game and the Big Bonus Game are publicly known, further descriptions of them are omitted here.

[0067] Next, the displays of the transparent EL panels 28a, 28b and 28c are explained referring to FIGS. 6, 7, 8 and 9.

[0068] The control unit 50 (in particular, CPU 51) further has a function called an EL display control means 50g that controls the displays on the transparent EL panels 28a, 28b